



Atelier Totori™ Plus

The Adventurer of Arland



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*Screenshots taken from a development version of the game.

*Some game details may have been changed during development. Thank you for your understanding.

*This game disables the network functions of the PlayStation®Vita within certain locations in the game. The network functions will be restored upon returning to the LiveArea™.

*If the network functions are disabled, then features such as background downloads and chat will be turned off.

By touching the screen (touchscreen), you can turn off the display of the scroll bar (footer) used to turn the pages.

Story

This nation has a job called "adventurers."
It all happened before Arland became a
republic.

People wanted to explore, adventure,
or develop the frontier.

The knights of Arland were weak,
so the citizens joined them and helped out.

It happened gradually,
but that system was later institutionalized.

Adventuring is now a real job.

My mother was one of those adventurers.

I hear she's actually famous, too,
but we haven't heard from her in years.

My father and sister both think she's already...
but I don't think so.

Characters

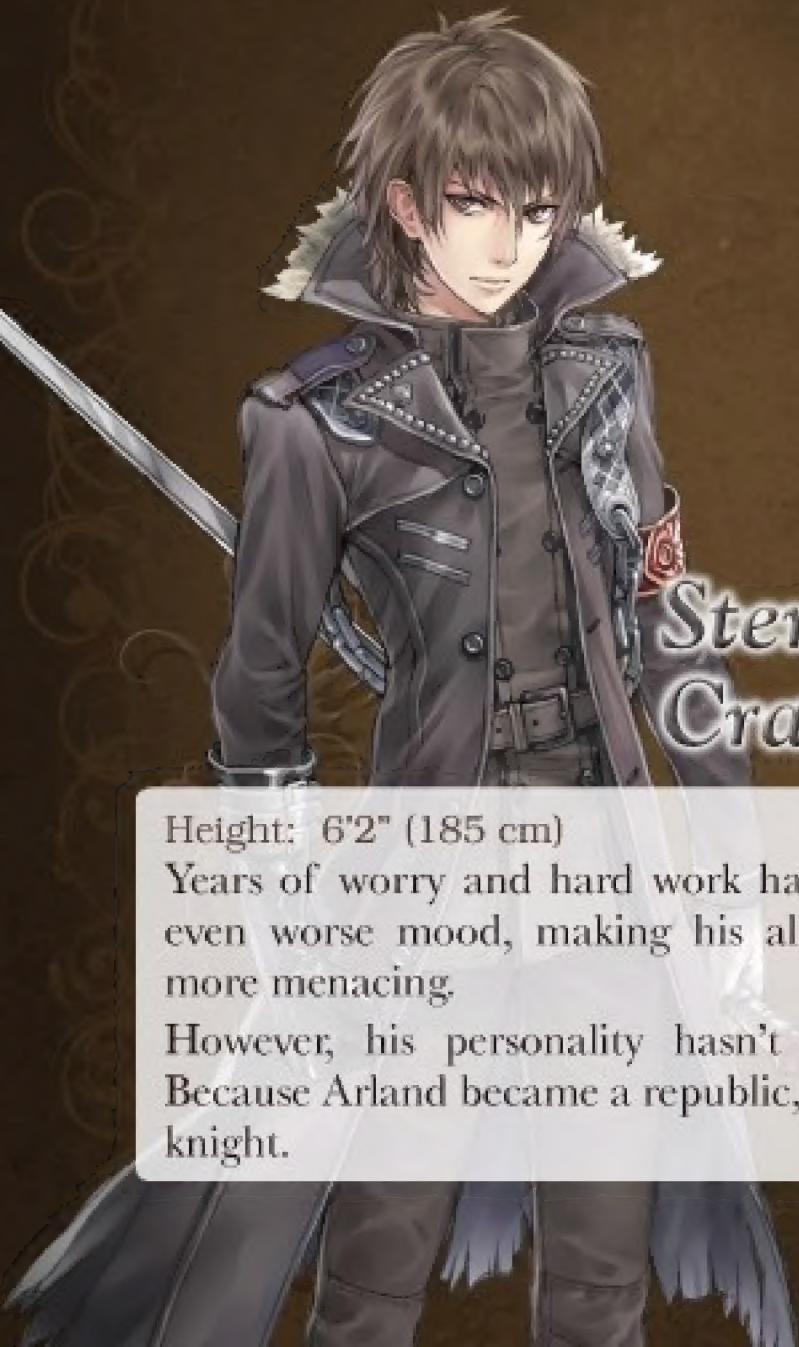
Totooria Helmold

Birthday: 3/17

Height: 4'9" (146 cm)

The protagonist of this story. She had always been timid and introverted, but after learning alchemy, she has begun to have more confidence in herself. She lives in a small fishing village at the edge of Arland with her father and sister. Her mother is a famous adventurer, but she had gone missing several years ago. She wants to become an adventurer one day to travel and find her mother.





Sterkenburg Cranach

Height: 6'2" (185 cm)

Years of worry and hard work had put him in an even worse mood, making his already scary face more menacing.

However, his personality hasn't changed at all. Because Arland became a republic, he is no longer a knight.

Rororina Fryxell

Height: 5'1" (153 cm)

Totori's alchemy teacher and protagonist of the previous game. She really hasn't changed much, but years of traveling and a variety of experiences have made her a stronger person. She completely spoils Totori, who is her very first student. Since the end of the last game, she has traveled all around Arland to teach alchemy.





Cecilia Helmold

Height: 5'2" (156 cm)

Totori's elder sister. She's capable and reliable, possibly because she has taken a motherly role with Totori after their real mother had gone missing. When she and Totori fight or argue, she tends to act like a child and will sulk for days on end.



Chim

Height: About 2' (60 cm)

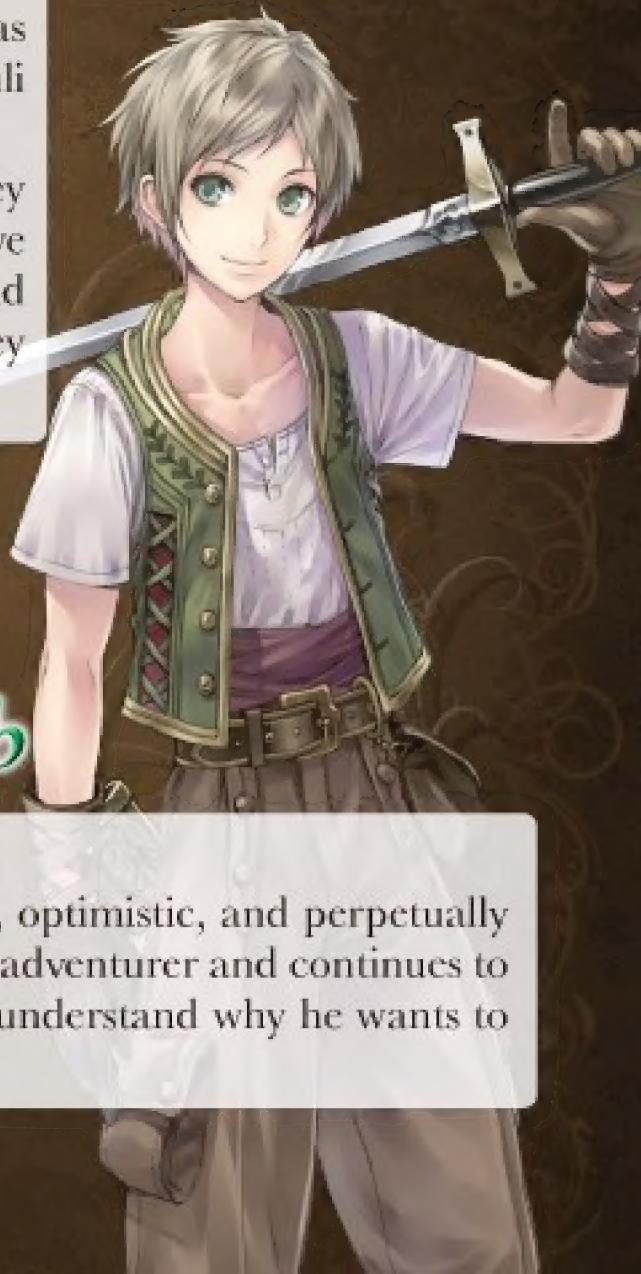
A tiny Hom, also known as Chim. These are homunculi Rorona made to assist Totori.

Unlike the original Hom, they can't talk. Instead, they have a myriad of emotions and expressions they share. Also, they work for pie. No pie, no work.

Jeeno Knab

Height: 5'2" (155 cm)

Totori's childhood friend. He's innocent, optimistic, and perpetually cheerful. His dream is to become a great adventurer and continues to train for it. He doesn't seem to know or understand why he wants to become an adventurer.





Mimi Houllier von Schwarzlang

Height: 5'1" (152 cm)

A member of an aristocratic family of Arland.

Unable to accept others calling the aristocracy a relic of the past, she becomes an adventurer to make her name known throughout the land. She is very hardworking and hates any act of cheating.



Marc McBrine

Height: 5'9" (172 cm)

A young man who loves machines of all kinds. He may not look it, but he has a very amicable and sociable personality. His dream is to propagate the use of machines throughout the nation and have everyone use them as a part of their lives.

Mervia Siebel

Height: 5'7" (168 cm)

An adventurer from Totori's village and also Ceci's best friend. She hates work and when things get serious, she's often seen interjecting with facetious commentary. She was born with freakish strength, making her a powerful adventurer when she puts her mind to it.



Controls

Menu Screen



directional buttons : Move cursor
Ⓐ button : Cancel
ⓧ button : Confirm
△ button : Toggle display of info

World Screen



directional buttons : Move cursor
ⓧ button : Confirm
△ button : Menu
SELECT button : System

Battle Screen



directional buttons : Move cursor
Ⓐ button : Cancel
ⓧ button : Confirm
L button and R button : Support Move

Field Screen



left stick : Move
Ⓐ button : Jump
ⓧ button : Examine
△ button : Menu
START button : Change map
SELECT button : Check items

BASIC CONTROLS

● : Field Screen
● : Menu Screen
● : World Screen
● : Battle Screen

●●●● Move cursor



LEFT STICK

● Move

START

● Change map

SELECT

● Check items ● System

△ button :
● ● Menu
● ● Toggle display of info

○ button :
● Jump
● ●●● Cancel

× button :
● Examine
● ●●● Confirm

Getting Started

2 TITLE

After the opening movie, press the START button from the Title Screen to see the list of categories.



You can skip the opening movie by pressing the START button.

New Game : Start the game from the beginning.

Load Game : Start the game from where you left off.

Extra : View various content unlocked as you progress through the game.

Options : Adjust game settings.

*Load Game and Extra will be displayed as you progress through the game.

2 SAVE/LOAD

Access the journal at the workshop to save or load game data. You can also load from the Title Screen's "Load Game."



You can use the touchscreen for the controls on the save/load screen.

Saving data requires a memory card. You will need at least 1,000KB of free space to save.

Main Menu



Menu

Character Info

Money

You can bring this menu up while playing with the \triangle button. You can view information about each character as well as select commands to bring up different menus.

ITEM



Item Info

Here you can view the items currently in your possession. Healing or other usable items can be used here.



By pressing the \triangle button when selecting an item, you will bring up the Sub-menu.

2 STATUS



Your stats and equipment can be viewed here.
You can also change your equipment from this menu.

HP : This displays your total Hit Points.

MP : This is required for using Skills and syntheses.

LP : If this drops below a certain level, a penalty will be assessed.

ATK : This is your attack power against monsters.

DEF : This is your resistance to damage from monster attacks.

SPD : This affects turn order, evasion, and the escape rate.

RES : This affects your resistance to elemental attacks in battle.



Here you can view the equipment of your party members.

You can synthesize equipment at the Weapon Shop.

Weapon : Raises your ATK.

Armor : Raises your DEF.

Accessory : Raises various stats. Some accessories provide special effects.

2 LIBRARY



Here you can view information on various parts of the game. You will be able to view more information as you make progress in the game.

Item : This shows detailed information on items you have acquired.

Monster : This shows detailed information on monsters you have defeated.

Character : This shows detailed information on people you have met.

License : This shows detailed information on your Adventurer License.

Help : This shows tutorials that were presented in parts of the game.

2 SCHEDULE



This shows the quests that have currently been accepted.

Selecting Contemplate will confirm whether or not you are likely to fulfill this request.



The deadlines and status of each quest will be shown on the calendar at the top left of the screen.

LICENSE



This menu shows the various aspects of an Adventurer License. For more information, view the "Adventurer License" section on page 22.

OPTIONS



You can change various options such as volume in this menu.

Voice : Adjusts the volume of voices during events.

BGM : Adjusts the volume of in-game music.

SFX : Adjusts the volume of sound effects.

Movie : Adjusts the volume of in-game movies.

Voice language : Choose between English or Japanese voice.

Town



Shortcuts

While proceeding through the game, you can press the START button and choose a specific map to go to directly.

SHOP



Product Line-up

Total Purchase Price

Item Details

You can select an item with the up and down buttons, and you can confirm the quantity with the left and right buttons.

There are several stores in town. You will be able to purchase or sell items in all of them. You will also be able to use even more shop features as you progress through the story.

World

You can go to gathering areas around town to obtain materials and ingredients for alchemy syntheses. Raising your Adventurer Rank or exploring further will grant access to more locations. Also, moving through the World Map will always consume a specific number of days.



Use the directional buttons to select a direction to move to, and once you have moved, press the **X** button to enter that area. The left stick will take you to direct movement mode, allowing you to move the cursor and select your destination.

You can also use the touchscreen during direct movement mode.

Touch: Move cursor
Drag: Scroll map

*You can press the **O** button to return to the regular mode.

EXPLORE

At gathering areas, you can fight monsters or gather items.



You can press the **O** button to jump and overcome differences in the height of the terrain.

Pressing the **□** button will swing your staff and enable a preemptive strike against any enemies it hits.

Field Pop-ups

While exploring, you may find boulders you can destroy with bombs or wells you can gather water from. There are various points at which you can access such pop-ups. If you see a pop-up symbol, press the **X** button to examine it.



Synthesis

At the workshop, ingredient/material items can be used to synthesize different items.



Item List

Recipe

Item Details

Recipe : Displays the ingredients needed to make an item.

Quality : The item's quality. The higher this level, the better the item.

Traits : Specific traits that come with the item.



Obtain Reference Books to Learn Recipes

Reference books can be obtained at shops, through events, or by raising your Adventurer Rank.



Select Item to Synthesize

Select an item you want to synthesize from the list. An item cannot be synthesized if the appropriate ingredients are not available.



Choose Ingredients

Choose the items to use as ingredients. The effects and quality of the finished item depend on the ingredients chosen.



Days Passed and Results

The days required to synthesize the chosen items will pass and you will see if the synthesis was a success or failure. If the synthesis is a success, then you will obtain an item. If your Alchemy Level is low, it is more likely for syntheses to result in failure.



Select Traits

After a successful synthesis, select traits from the ingredients to carry over into the new item. What can be carried over depends on the Grade and Trait Level of the ingredients.

Equipment Synthesis

As you make progress in the story, Hagel will be able to make you equipment. The ingredients required to make equipment will be either **Ingots** or **Cloth** (and items of the same category).

Select which equipment you want created and a list of which items you can use will appear.



Select an Item to Make

Select the item you want to create from the list.



Select Ingredients

Select the ingredients you want to use.



Item Complete

Pay the required fee and it's done.

Effects and Traits

Each piece of equipment may have intrinsic effects as well as traits originating from the ingredients. This will allow you to customize your equipment to have specific uses during battle. Effects and traits are generally like the following:

Additional Effect : Provides a special effect that will be useful in battle.

Stat Boost : A boost in stats provided to the wearer of the equipment.



Equipment Details

Trait : Depends heavily on the ingredients used to make said equipment. When synthesizing the ingredient items for equipment, be sure to select the traits you want to leave for your equipment.

Battle



Battle Commands

Turn Info

Battle Commands

Attack : Perform a normal attack.

Item : Use items. Only Totori and Rorona are able to use this command.

Skill : Use skills. The use of skills requires MP.

Guard : Increase your DEF to decrease damage received.

Flee : Withdraw from battle. May fail against faster or stronger enemies.

Character Info

2 STATUS AILMENTS

Damage from special attacks or items during battle will sometimes cause status ailments like Poison or Sleep.

	Poison	Receive damage every action.
	Curse	Weaken buffs.
	Blind	Decreases accuracy and evasion rates.
	Paralysis	Decreases ATK/DEF/SPD.
	Sleep	Skips turn, but is removed after receiving damage.

When you're knocked out...

If your party is knocked out at a gathering area, you will be transported back to the workshop in town. You will not go to a game over screen, but this will take up a number of days.

2 ITEM

This powerful command can only be used by Totori and Rorona. You will be able to use an item in your Basket to attack or heal. However, since items can be used up, you cannot use this command if you do not have any items in your Basket.



Check your Item Usage Numbers!

Some items can be used multiple times. That number will be displayed over the icon of that particular item.

2 ASSIST SYSTEM

Totori can have other party members assist her in battle. When the L or R buttons appear like in the pictures below, press them to conduct an Assist Action.



The Assist System can be used in the following situations:

- ◆ When Totori attacks with an item.
- ◆ When Totori is being attacked.
- ◆ When Totori does a specific action.



Quests



Gain money and the trust of the townspeople by completing their requests.



FRONT QUESTS

Front Quests are jobs requested by the townspeople you can accept from the tavern or guild.

By completing these, you will receive monetary rewards. If you do your job well, you will gain more money and other extra rewards.



Types of Quests

Quests can be placed in the following categories:

Gather : A quest where you must submit an item found at gathering areas.

Synth : A quest where you must submit an item created from Synthesis.

Hunt : A quest where you must defeat powerful monsters.



Obtain Bonuses Depending on Your Rank

Depending on how you have fulfilled a Front Quest, you can gain more money and/or obtain additional items. The quests are graded on the following criteria:

Gather : Average rank of the submitted item.

Synth : Average rank of the submitted item.

Hunt : Number of turns used and the difference in level with the enemy.

2. FRIEND QUESTS

Friend Quests are sudden requests from your party members. By completing their request, you will become closer to them.

Since it is a direct request, they will visit you at your workshop and ask for specific items. There is no need for you to accept their requests, but you may be rewarded in unexpected ways if you do.

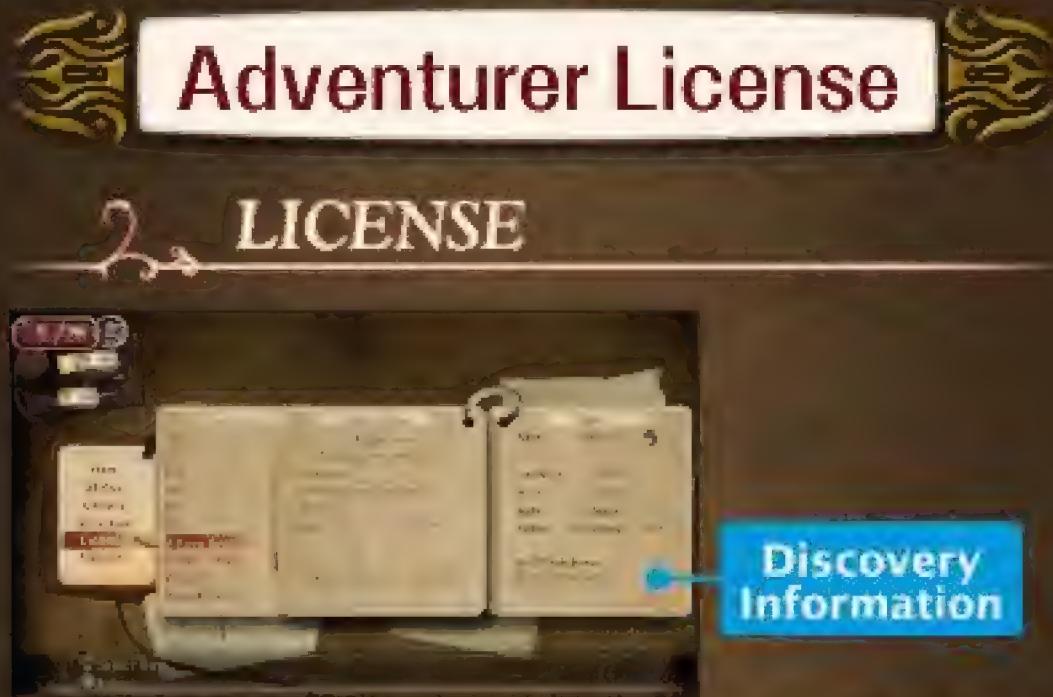


You can talk to the character in question later to view or report on your quest.

When you become closer to a character...

Fulfill Friend Quests for a higher Friendship Level with your party members. This can trigger specific events and also make Assists in battle more likely to occur.





Totori will travel the world in search of her mother. To do that, she must raise her rank as an adventurer.

Rank : Shows your current rank.

AdvPoint : This shows how many points you have accumulated and whether you can rank up or not.

Next : Shows the required points needed for the next rank.



Discovery

While exploring, fulfilling certain requirements will result in certain "Discoveries."



Reporting Discoveries

Discoveries can be reported by talking to Cordelia at the Adventurer's Guild in Arland.



Ranking Up the Adventurer License

Accumulate Discoveries to gain more points. When you obtain a certain number of points, your license will rank up.



Benefits from Ranking Up

When you rank up, you may gain access to more places for exploration or even gain other bonuses.



2 REPORT



Report to Cordelia at the Adventurer's Guild to update your license. Accumulate Discoveries to gain more points. When you obtain a certain number of points, your license will rank up.

Main Categories of Discoveries

Map Completion : Obtained by exploring certain points on the World Map.

Landmark Discovery : Obtained by finding specific locations at specific maps/areas.

Monster Hunt : Obtained by defeating monsters.

Knowledge : Obtained by discovering a certain number of synthesized/gatherable items.

2 JUDGMENT

Three years after you obtain your Adventurer License, whether you can continue adventuring or lose your license is based on whether or not you have reached a certain rank. You must keep ranking up in order to continue adventuring.



Changing Room

As you proceed through the game and collect more costumes, you will be able to change your costume within the Changing Room.

Select "Changing Room" on the Extra menu from the Title Screen.



After you have changed, you will start the game with your new costume when you select either "New Game" or "Load Game."



For more information on this
game please visit

<http://www.tecmokoeiamerica.com/>

For those interested in completing our product survey, please access the below URL:

<http://www.tecmokoeiamerica.com/survey/atelier-totori-p/>



WARNING: PHOTOREACTIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/In direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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